The Age of Tyranny Reference Guide

Esteemed subjects, you already know why I've called you here. Mere days ago, we were each ripped from our homes, families torn asunder and scattered throughout this brutal land.

The Ebon and their tyrannical leaders grow stronger by the day. Your glorious Gearloc Council has chosen you to strike back and eradicate these foul miscreants using the cunning and ingenuity our superior race is known for. I, Nobulous Grint, shall oversee your progress personally. Prepare for departure. It's time to begin.

– Nobulous Grint

Welcome to TMB Campaign Mode

Age of Tyranny provides the components and flexible framework to combine multiple games of Too Many Bones into a single overarching Campaign, with the ultimate goal of defeating all 7 Tyrants.

Each "Adventure" of this Campaign is a single game. If your party can defeat the Tyrant within the required number of days, the Adventure is successful and the party can continue. If not, the Campaign is over, and the party has lost. Take a picture of the Snapshot Mat to record how well you did.

Epilogue, Campaign, and Day 1-3 cards add story context and unexpected challenges to your journey. Scars require you to adjust strategy on the fly, while Boons may provide salvation when you think hope is lost. Your Snapshot Mat is there to help track progress. How many Tyrants can you defeat?

Campaign Rules

Setup

Shuffle Boons, Scars, and Day 1 {1}, 2 {2}, and 3 {3} Encounter cards into separate decks. Shuffle Campaign Cards except Campaign Card 001, placing it on top.

To start the first Adventure of your Campaign, draw and read the top Campaign Card. The back of each Campaign Card reveals how to set up your Tyrant for this Adventure. Note the following areas *(see example card above):*

1. **Party Rewards:** When revealed, if this area shows the Tyrant Die icon [ ], you may choose 1 Gearloc to gain the just defeated Tyrant's Tyrant Die *(instructions for this die are found on the back of that Tyrant's Epilogue Card).* The die is considered to be 1 Loot: Permanent *(place Epilogue Card and Die in Loot Area).*
2. **Adventure Effect:** This area lists specific instructions that apply to this Adventure only and must be followed.
3. **Scars:** When revealed, each Gearloc must draw and apply # of Scars. These effects remain with you the entire campaign unless removed by a specific Boon. Keep card close by for reference.
4. **Carry Over:** When transitioning from the end of this Adventure to the upcoming one, this area indicates how many trained Skills/Stats and Loot/Trove Loot each Gearloc may bring into the next Adventure. *(4 Trained Pts might result in 1 HP, 1 Atk, and 2 of your trained Skills being kept). *When keeping a Skill, its prerequisites do not need to be kept, but to train further in that Profession, all prerequisites must be met.*
5. **Tyrant:** Indicates how the next Tyrant is chosen *(from those that remain).*
6. **Starting Point:** Indicates where your Adventure begins. Most Adventures start at Obendar *(Day 1, 0 Progress Pts),* but some may start further along. If this is the case, build your Encounter Deck and set your Day Counter and earned Progress accordingly. *(e.g. If starting at Day 3 with 2 Progress, build your Encounter Deck like normal, but skip adding Day 1 and 2 to the top.)*
7. **Required Progress:** Regardless of the Tyrant you are facing, this is now the Progress needed to challenge it.
8. **Maximum Days:** Regardless of the Tyrant you are facing, you must defeat it by the end of this day to succeed. Use this number to build your Encounter Deck. **Example Campaign Card above – With 11 days: 8 General Encounters plus Tyrant Encounters. Add new Day 1-3 cards to top.*
9. **Tyrant Card Area:** Place Tyrant Card for this Adventure here. *Remember that Progress Pts and Days are replaced by 7 and 8, but Baddie Types and Tyrant Encounters still apply.

Using the information on the Campaign card, draw your Tyrant and create your Encounter Deck.
Proceed with other game setup steps as normal *(e.g. Baddie Stacks, Gearloc Mats, Loot cards, lane markers, etc.).* If playing on Adventurer or Heroic Adventurer mode, you may take the applicable HP stat increase and/or Training Pts, after resolving your Carry Over for each Adventure.

Campaign Rules cont.

Adventuring

Play through each Adventure like normal, using Progress Points to advance within alloted days toward Tyrant, hopefully challenging it before days run out. Any time your party is wiped *(everyone KO'd),* draw a Boon card, resolve it, and discard it. If the party is defeated with no more days left, your Campaign is over. If the party defeats the Tyrant within the time allotment, your Adventure is won! Clear all dice from Active and Locked Slots, remove any Buff HP from Gearloc Prep Areas, remove all non-counter Consumable Dice and reset Skill counter dice. Take a Recovery Phase, then read defeated Tyrant's Epilogue. Each Epilogue card has a story on the front that concludes the Tyrant battle. Once a Gearloc's Innate +1 is upgraded, this remains unlocked for the rest of the Campaign.

Returning Home

After the Epilogue is read, draw a new Campaign Card *(discarding your current one)* and read it to the Party. Each Campaign Card has a story on the front and framework for your next Adventure on the back. After reading the story, flip the card and go through each area on the back as you begin the setup of your next Adventure. *(If required to draw a Tyrant, Carry Over decisions must be made prior to drawing.)* Once all areas of the Campaign Card have been addressed, the Encounter Deck is set, and all other aspects of normal setup are complete, you're ready to head out once again!

Taking a Break

The Snapshot Mat gives your party a way to take a break between Adventures. If this is desired, when the party draws its new Campaign Card, only resolve areas 1-4 *(see front side of this sheet).* Then, update Snapshot Mat by placing newly defeated Tyrants on the right, Gearloc Chips on the left, and their saved Skills and Stat Dice in their designated slots. Any Loot/Trove Loot being saved is stacked to the left of the mat along with that Gearloc's Scars. Once Snapshot Mat is set, have someone take a picture of the mat *(and Gearloc Mats if Scar placements need to be remembered).*

Once your party is ready for another Adventure, proceed with Campaign Card areas 5-9. If there are more or fewer Gearlocs for this Adventure, that's ok. Gearlocs joining the Adventure who are new to this campaign won't have any Carry Over benefits, but they won't have any Scars either!

Miscellaneous

Tyrant Dice

Tyrant Dice used by Gearlocs are to be treated like Skill Dice when rolled unless stated otherwise *(costs 1 Dex to roll, Exhausts after use, do not need to use rolled result).*

Tyrant Dice are also considered to be Loot. They take up a Loot spot and must be Carried Over as Loot.

Day 1-3 Special Encounters

With Age of Tyranny, make sure to always set up your Encounter Deck with new Day 1-3 Special Encounters *(there are enough to never use the same card twice within a single Campaign).* These cards are universal and can be used outside of Campaign mode.

Boons

Draw a Boon card after Party Wipe. Apply effects to entire Party. Discard after use. If Boon Deck runs out, reshuffle Boon cards to form a new deck.

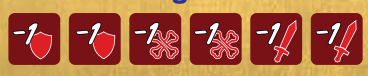
Scars

Scars are individually drawn by each Gearloc in the Party when a new Campaign Card is revealed and affect that Gearloc for the entire Campaign. Scar Tokens are used to aid in remembering certain Scars, while Scar Dice are rolled with certain Scars as well *(see panel to the right).* Scars are cumulative.

In the rare case you run out of Scars, congrats! You are bruised and downtrodden enough that no new Scars will be applied. If the Scar Deck runs out, reshuffle discarded Scars to form a new deck.

Scar Die

Battle Fatigue Scar Die:



Training Fatigue Scar Die:

CONTENTS

- 25 Boon/Scar Cards
- 21 Day 1-3 Encounter Cards
- 10 Campaign Cards
- 7 Epilogue Cards
- 1 PVC Card Box
- 20 Scar Tokens
- 3 Scar Dice
- 1 Scar/Dice Case
- 1 Snapshot Mat
- 1 Reference Sheet